Doomsday Engine - Bug #960

Doomsday crashes on loading saved games under 64-bit Linux

2011-04-19 17:58 - audiodef

Status:	Closed	**Start date:**	2011-04-19
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

I'm unable to load saved games on 64-bit Linux. I was able to load saved games on 32-bit Linux. Another user has reported the same problem. There might be a bug somewhere, since this other user and I have very different systems and yet experienced the same issue, with only 64-bit Linux in common.

Here's a thread for more info: http://forums.gentoo.org/viewtopic-p-6658241.html#6658241

Labels: System